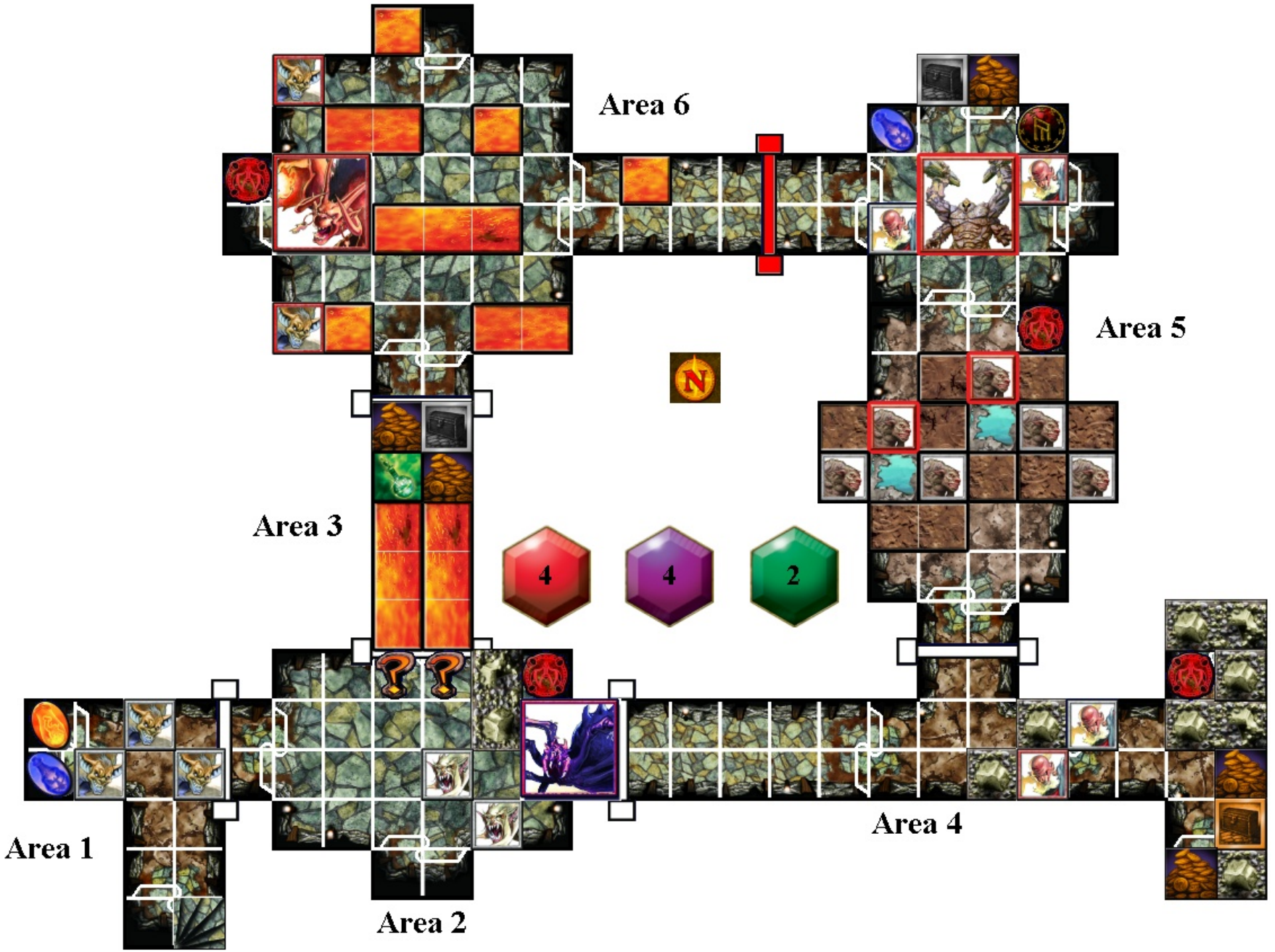

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New Scenario

By Erik Bade

Important: When coin or potion counters are picked up only the hero who picks up the item will recieve it. Each master monster will drop 1 coin marker when defeated.

When you open a chest the opening character will gain one treasure for each hero but he/she must be adjacent to another hero to pass the treasure on.

A Fire Deamon is terrorizing a small village just to the east of Dawnsmoor. It's up to the adventurers to eradicate this evil.

The Characters recieve 5 Conquest tokens to begin their adventure.

Scenario Background

You've arrived in the city of Dawnsmoor and have just sat down to a frothy cup of mead when a poor farmer bursts through the door crying about lost loved ones and begging for the evil in his village to cease.
The bartender leans in to inform the adventurers that his name is Wilkins and his village has been plagued by a horrible fire deamon for months now.

Most people kept they're distance from the poor unfortunate. Perhaps to avoid the fact that the same danger would one day move westward to Dawnsmoor itself.

A prime opportunity for adventure. Go enter the cave where the beast inhabits and destroy it.

New Area

Area 1

It's about a day's journey east from Dawnsmoor, past the charred remains of what must be Wilkins village. And up into the mountains where the beast has made it's home. You find a misterious cave, littered with bones and charred flesh. This must be the place.

You descend into the cave and light your torches. The flame gives you just enough light to notice three of the largest bats you've ever seen sleeping above. They hear your entry and swoop down from the cavern cieling, mouths drooling with hunger..

New Area

Area 2

This room smells of rotting flesh. In the far corner are two beastman feeding a giant spider bloody body parts of some unidentifiable animal.

If the hero's step on the encounters read the following text:

You can feel an immense heat coming from the other side of this door. The knob burns to touch but it's bearable and could open it if you wish

New Area

Area 3

There is a raging inferno burning throughout the south end of the chamber any attempted to jump through would be impossible. The northend however is filled with heaps of treasure.

New Area

Area 4

At the end of a long corridor are two sorcerers piling rocks up as to block the entry into the other room. They notice your approach and begin conjuring up evil spells to thwart your progress.

New Area

Area 5

This chamber is soaked in mud. It looks as though an stream once passed along the middle of room. It's all but dried up now, leaving instead rising steam, and the stench of a thousand years. In the distance you can see another two wizards chanting over a pile of rocks. It looks as though this time they completed their creation.

Out of the mud and muck rise dozens of lizard-like creatures. Swarming in on you as the rock creature, now infused with life, luimbers toward you..

It the Rock Golem is defeated read the following text:

With a killing blow to the rock golem he bursts into rubble sending debris out in all directions amongst the remains you find a Red Rune Key..

Replace the Rock Golem with three rubble pieces (without blocking any exits) and one Red Rune Key. Each adjacent hero takes 2 damage and rolls 2 power dice. For a each surge reduce the damage by one.

New Area

Area 6

When you open the door to this room the hairs on your arms singe off and your skin begins to blister. The heat from the dozens of lava pools practically melts you where you stand. You can see the Fire Deamon on the west side of the room, surrounded in flame, eyes black with evil intent. The creature attacks.

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The Fire Deamon is a Master Deamon with the fire pact skill (immune to burn and lava and his attacks give a burn token on damage. He has 2 Additional wounds.

If the heros defeat him read this text:

> The Fire Deamon Howls with pain and drops to the dungeon floor. His flame is smothered into a cloud of smoke. You have saved the day. The only thing to do now it return to Dawnsmoor with your prize.

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